

GITH TRAITS

Your Gith character has certain characteristics that are always present, regardless of what race they are called now, due to being one and the same in the past.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Members of the Gith race have a similar aging process to humans, maturing around 20 and reaching middle age around 50. However, Gith live to be much older; as old as 120 years.

Size. Gith range from 6 to 7 feet tall on average. They have a slender and often gaunt build; however that shouldn't be mistaken for frailty. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Iron Mind. The ancestors of the Gith people were a slave race to power Psychic being called Illithids. After hundreds of years they broke free of their control, through sheer power of will. This natural racial ability is still present today. You have advantage on Wisdom saving throws. Additionally, you have resistance to Psychic damage.

Languages. All Gith know Common, in addition to their own racial language.

Subrace. Two subraces of Gith exist. Through hundreds of years of separation, they have slight differences. Choose one of these subraces.

GITHYANKI

Githyanki society is martial, with both males and females training heavily in magic and sword fighting. Although they are loyal to each other, they are also fiercely individualistic. Githyanki typically dislike all other races, however, but they do still trade and interact with others. They have a fierce dislike, that some would call hatred, towards their counterparts the Githzerai.

Ability Score Increase. Your constitution score increases by 1.

Alignment. Githyanki are almost always of evil alignment, though they vary from lawful to chaotic. A Non-evil Githyanki is an extremely rare occurrence,

though it does happen under special circumstances. A good alignment Githyanki is unheard of.

Languages. In addition to Common, Githyanki speak the native language of their people. Other races refer to this language simply as "Githyanki".

Honed mind and body. Through a lifetime a practice, Githyanki are masters of their mind and body. You have advantage on all athletics checks. Additionally, Githyanki have a heightened sense of danger, being the first to react at the onset of battle. You have a plus 2 bonus to initiative rolls.

GITHZERAI

The githzerai are a closed-mouthed people, more likely trust one of their own, rather than other races. Seldom will they use two words when they can make do with only one. Beneath their stoic facades, though, fierce passions burn for their hatred for Illithids and their Githyanki cousins, and their desire to protect their race on their adopted home plane. To the Githzerai there are three truths: the Githyanki and Illithids will be their mortal enemies forever; no one will ever be permitted to threaten the survival of their people; and no one will ever enslave them again.

Ability Score Increase. Your Dexterity increases by 1

Alignment. Githzerai are pragmatic to a fault, but unlike their Githyanki cousins they are not evil. Githzerai value the state of free beings, not the servility of slaves. They prize individual freedom above all else. Because of this idealism, they are often Neutral or Lawful Neutral, though they can still be Chaotic at times. A Githzerai will rarely be of Good alignment, because of their typical idealisms of freedom and neutrality.

Languages. In addition to Common, Githzerai speak the native language of their people. Other races refer to this language simply as "Githzerai".

Unwavering Focus. Githzerai are a nimble people, and their movements carry a sense of purpose and swiftness. You have advantage on all Acrobatics checks. Additionally, Githzerai minds are not easily swayed through years of training. You have advantage on saving throws vs effects that cause you to be Charmed and Frightened.